|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| PROJECT CALENDAR page 1 | | | | | | |
| **project: Percy Jackson Graphic Novel** | | | **Time Frame: 18 days (April 30-May 25, 2012)** | | | |
|  | | | | | | |
| MONDAY | TUESDAY | WEDNESDAY | | THURSDAY | | FRIDAY |
| **PROJECT WEEK ONE** | | | | | | |
| Notes: | | | | | | |
| * Introduce Project * Introduction of Rubric * Introduction of Calendar * Knows and Need to Knows Announce Team Members * Teams Create contracts * Define team roles * Assemble Project Binders | * Introduce Charting Daily Goals * Class Workshop: Quest Object Research and Wikispaces * Research * Introduce Charting Daily Accomplishments/Next Steps | * Daily Goals * Research * Workshop Opportunity: Elements of Greek Mythology * Daily Accomplishments/ Next Steps | | * Daily Goals * Research * Workshop Opportunity: Elements of Greek Mythology * Daily Accomplishments/ Next Steps | | * Daily Goals * Research * Workshop Opportunity: Elements of Greek Mythology * Daily Accomplishments/ Next Steps   **\*Quest Object Research Page Due** |
| **PROJECT WEEK TWO** | | | | | | |
| **Notes** | | | | | | |
| * Daily Goals * Class Workshop: Story Map Tool and Rubric * Daily Accomplishments/Next Steps | * Daily Goals * Workshop Opportunity: Elements of Story * Daily Accomplishments/Next Steps   **\*1st Draft Story Map Due** | **\*Story Jam Workshop with Visitor**   * Daily Goals * Workshop Opportunity: Elements of Story * Daily Accomplishments/Next Steps | | *FIELD DAY 8:00-9:30*  **\*Final Draft Story Map Due at Beginning of Class**   * **Quality Control Activity** | | * Daily Goals * Class Workshop: Graphic Novel Planning Tool * Daily Accomplishments/ Next Steps |
| project: **Percy Jackson Graphic Novel** | | | | | page 2 | |
|  | | | | | | |
| MONDAY | TUESDAY | WEDNESDAY | | THURSDAY | | FRIDAY |
| **PROJECT WEEK THREE** | | | | | | |
| Notes | | | | | | |
| * Daily Goals * Class Workshop with visitor: Graphic Design in Graphic Novels * Daily Accomplishments/ Next Steps   **\*Graphic Novel Planning Tool Due** | * Daily Goals * Workshop Opportunity: Elements of Graphic Novels * Workshop Opportunity: Consult with Graphic Designer * Daily Accomplishments/ Next Steps | * **Quality Control Activity** * Workshop Opportunity: Consult with Graphic Designer * Daily Accomplishments/ Next Steps | | *Math Finals 9:30-10:15*   * Daily Goals * Workshop Opportunity: Elements of Graphic Novels * Workshop Opportunity: Consult with Graphic Designer * Daily Accomplishments/ Next Steps | | *Spelling Bee 9:30-10:15*   * Daily Goals * Workshop Opportunity: Consult with Graphic Designer * Daily Accomplishments/Next Steps   **\*\*\*Final Graphic Novel Chapter Due** |
| **PROJECT WEEK FOUR** | | | | | | |
| Notes | | | | | | |
| * Presentations Planning | * Presentations Practice | *Austin Symphony Field Trip*   * **Quality Control Activity** | | *Robotics Competition*   * **Presentations** | | * **Presentations** * Critical Friends * Celebrations |
|  | | | | | | |